ISIAH LEGGETT - *Montgomery County Executive*

AL R. ROSHDIEH - Director, MCDOT

Westmoreland Subdivision Residential Resurfacing Project

Project to Begin Soon, Includes Full Width Hot Mix Asphalt Paving

PURPOSE

This newsletter is to inform you of the upcoming resurfacing of the Westmoreland neighborhood. A project Map located on the reverse side of this newsletter. This pavement system preservation project employs long term strategies to preserve and enhance the physical and operating capacity to support vehicle loads. The areas of conditions of the roadway system.

BACKGROUND

The Montgomery County Department of Transportation's (MCDOT) Division of Highway Services (DHS) maintains nearly 5,200 lane miles of streets and highways in the county's transportation system. As part of our pavement system preservation efforts, MCDOT initiated a new Pavement Management System in 2008.

Every two years, MCDOT conducts a new survey. The last survey condition inventory of all County roads was completed in 2017. This new assessment survey has enabled the development of County-wide roadway repair strategies based on a formula-based objective rating system.

SCOPE OF PROJECT



Typical survey paint markings

Overall, the pavement conditions in your community were generally rated as fair, with some areas described as needing more attention. This rating meets the criteria for the County's Residential Roadway Resurfacing Program, consisting of milling, full-depth (base repair) patching followed by hot mix asphalt (HMA) overlay.

SCHEDULE

This project is scheduled to begin in August of 2018 and will take 10 - 12 weeks to complete, weather and other operational requirements permitting. Work hours will be between 7 am and 5 pm, Monday through Friday.

PROJECT WORK PLAN

Generally, the work will proceed as follows:

- 1. Conduct survey MCDOT inspectors will identify areas of pavement that, prior to resurfacing, may require full depth patching or other repairs. These areas are marked by white paint.
- 2. Full Depth Patching Full depth patching restores the pavement's structural integrity and distressed pavement marked by the MCDOT inspectors is removed and replaced by new asphalt pavement. The final paving of the road will cover these patched areas.



Typical milling operation

- 3. Pavement milling Milling/grinding off the edges of the existing pavement near curbs and driveways allows the new pavement to match the level of the existing curbs, etc., and restores the proper highway cross-section to improve ride-ability and drainage.
- 4. Paving with hot mix asphalt Asphalt is delivered to the site in dump trucks. The hot material is transferred into the hopper of an asphalt paving machine such as the one depicted in the photo. The paving machine places the hot asphalt in a uniform thickness.



Typical hot mix asphalt paving operation

5. Replace roadway lane markings - Permanent lane markings, if existing prior to paving, will be remarked shortly after all paving operations have been completed.

IMPACTS

Street paving will necessitate three short-term parking restrictions, one for milling, one for patching, and one for paving. Our intent is to maintain continuous traffic at all times utilizing lane closures and/or alternating one-way traffic patterns.

However, minor traffic delays and brief daily road closures may be experienced as flaggers manually direct traffic safely through the construction zone. Signs will be posted identifying such restrictions.

Access to residences will be available at all times, however minor delays may be experienced as workers restrict traffic from freshly placed hot mix asphalt.



SHOULD THE POLICE TOW YOUR VE-HICLE, CONTACT THE POLICE NON-**EMERGENCY NUMBER (301-279-8000)**

TOWING WILL BE ENFORCED. PLEASE PAY ATTENTION AND OBEY POSTED SIGNAGE.

Generally speaking, this work is best characterized as noisy and disruptive. However, MCDOT will take all necessary steps to mitigate any inconveniences this work may cause. Quality control for the entire project will be managed by County inspection staff to ensure that the project meets County specifications.

We apologize in advance for any unavoidable inconvenience and thank you for your cooperation and patience as we work to improve the County infrastructure for residents and users.



MONTGOMERY COUNTY, MARYLAND

DEPARTMENT OF TRANSPORTATION

DIVISION OF HIGHWAY SERVICES

100 EDISON PARK DRIVE, 4TH FLOOR, GAITHERSBURG, MD 20878

240-777-ROAD (7623) www.montgomerycountymd.gov/DOT-Highway/

KEEPING MONTGOMERY MOVING

MCDOT NEWS No. 2018.31

NOTICE OF WESTMORELAND SUBDIVISION RESIDENTIAL RESURFACING PROJECT

SAFETY NOTICE

Please drive gently and safely through the work site and kindly remember that while repair work is underway, personnel and construction vehicles will be moving around the site. Some materials may be stored in the area. Please use caution when walking or driving through the construction zone. Children may be attracted to the noise and machinery, so we ask that you please keep all children under close supervision at all times, even after the work is completed for the day. Also, please follow the direction of flagmen and temporary signs and traffic control devices. We appreciate your patience and cooperation while we make these much needed improvements to the infrastructure. If, for some reason, you have a medical condition that could be potentially impacted by the construction activities, please alert the Project Manager listed below or Josh Faust, Public Outreach Manager, at 240-777-7642.

DIVISION OF HIGHWAY SERVICES

Richard C. Dorsey Randy Paugh, Chief
Division Chief Pavement Management Section

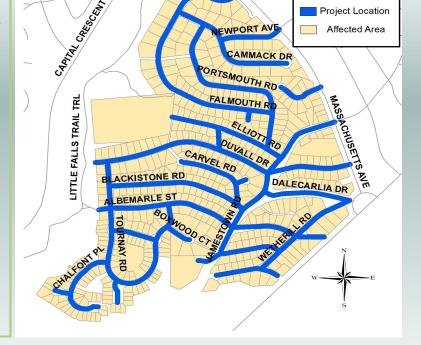
Project Manager:Nick Boone240-777-7648Program Manager:Donald Noble240-777-7601

Should your questions be of a more general nature, please contact the MC311 Call Center by dialing 311 or 240-777-0311

DHS Email: mcdot.highway@montgomerycountymd.gov

DHS Website: www.montgomerycountymd.gov/DOT-Highway/

On the county map, click on the **Bethesda** Service Areas, where you will find additional roadway maintenance projects scheduled in your area.



Legend



